

World of Mythica (WoM) Species Study – Differences: Merfolk VS Sirenfolk

Introduction

There are many species in across all the worlds that are very similar. However, knowing the differences between them can save one's life in a world like Mythica.

The Merfolk and Sirenfolk are an example of this. Despite their biological similarities, they are distinctly different in many aspects as well.

This issue of WoM Species Study showcases the traits of Merfolk and Sirenfolk, as well as some information about other related species such as Sirenkin.

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Note from @st4rr1ght: Before you begin reading, I would like you to note that the species traits, while inspired by other sources, are from my own in-canon world. Pls do not use any of these without my permission or pass it as your own work. If you want to use it, pls ask permission from me and give me credit. Enjoy :)

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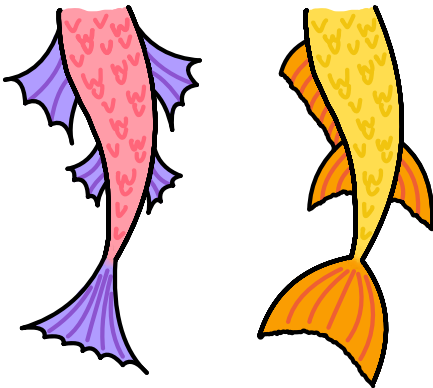
Sketches in colour*

*There are hundreds of different Merfolk and Sirenfolk variations. These sketches use the female with green eyes, medium-pale skin tone, long brown hair, turquoise green scales and pale aqua blue fins.



Other fin structures*:

*Although both Merfolk and Sirenfolk have these fin structures, Sirenfolk tails are drawn so as to show the fin structures of the Sirenfolk fins that Merfolk do not have.



Merfolk

Type: Sentient being (peaceful/neutral)

Stats:

- Average height (or length): 1.8m (adult females), 1.95m (adult males)
- Average weight: 68 kg (adult females), 72 kg (adult males)
- Top speed: 60km/h swim speed, 0.6m/s crawl speed (on land)
- Average lifespan: 90 years

Strengths:

- Fast swimmers
- Fairly intelligent
- Generally have natural charisma

Weaknesses:

- Very weak magic
- Very slow on land
- Not very good fighters
- Rather naive

Appearance:

- Completely human from torso up
- Fish tail in place of legs
 - Large scales
 - No additional fins apart from tail fin
 - Tail fin splits into two flukes
- Appearance of fins varies due to many factors
- Wear a (lightweight) crown according to Merfolk tradition
- Wear crude clothing due to lack of suitable materials in the water

Abilities: Very weak elemental manipulation (Water and/or Light)

Behaviour and personality:

- Somewhat protective of marine life
- Usually peaceful and nonviolent unless intensely provoked or extremely aggravated and/or upset
- Kind, gentle, and naive
- Fairly intelligent

Likes:

- Marine life
- Pretty things (things that are shiny, glittery, ornamental etc.)
- Things that interest them (ie. modern or ancient objects, unfamiliar life forms etc.)
- The Arts (music, art, theatre etc.)

Dislikes:

- Natural environment and things in it being harmed or abused
- Ice and fire (normal, magical, or other)



Sirenfolk

Type: Sentient being (neutral/aggressive)

Stats:

- Average height (or length): 1.8m (adult females), 1.95m (adult males)
- Average weight: 68 kg (adult females), 72 kg (adult males)
- Top speed: 67km/h swim speed, 0.6m/s crawl speed (on land)
- Average lifespan: 2000 years

Strengths:

- Fast swimmers
- Very intelligent
- Very strong magic
- Very good fighters

Weaknesses:

- Very slow on land (in Sirenfolk form)

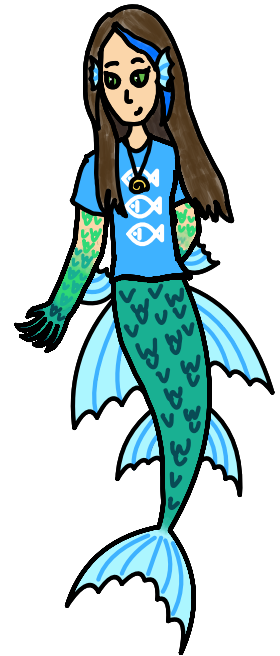
Appearance:

- Humanoid from torso up
 - Fin-like ears
 - Vertical pupils
 - Sharp teeth like a shark
 - Skin on arms fades to scales, turning completely to scales slightly below the elbow
 - Fin on back of arms that stretches from wrist to elbow
 - Talon-like webbed fingers with claws for nails
- Fish tail in place of legs
 - Medium to small scales
 - 2 to 6 additional fins apart from tail fin
- Appearance of all fins and tail fin varies due to many factors
- Wear a shell necklace according to Sirenfolk tradition
- Wear modern casual clothing due to being able to shape shift into humans and integrate into modern society

Abilities: Very strong elemental magic (Water and (possibly) Light or Shadow), can use elemental Gifts, can shape shift into a pure human (completely no trace of Sirenfolk), can use Sirensong and/or Charmspeak

Behaviour and personality:

- Very protective of marine life
- Usually peaceful and nonviolent unless provoked or aggravated and/or upset
 - Very easily provoked into attacking
- Kind, gentle, and protective towards marine life and non-marine creatures who they feel to be deserving this treatment
 - Hostile and fierce towards all other non-marine creatures
- Very intelligent, somewhat calculative
- Rather sarcastic



Likes:

- Marine life
- Pretty things (things that are shiny, glittery, ornamental etc.)
- Things that interest them (ie. ancient or foreign objects)
- Insulting others (whether as a joke, seriously, or just out of boredom)

Dislikes:

- Natural environment and things in it being harmed or abused
- Ice and fire (normal, magical, or other)
- Non-marine creatures
- Merfolk (whom they feel are not deserving to live in the sea, however they do not fight them for no reason, though Merfolk, like non-marine creatures, can provoke them more easily)

Sirenkin

Although technically not in the same family as Merfolk and Sirenfolk, they are very similar to Sirenfolk. They look similar to Sirenfolk, except that they have human legs (but the skin fades to scales like their arms). They also wear a shell necklace to follow Sirenfolk tradition, and they dress in modern clothes given by the Sirenfolk. They have all the same abilities, save for shape shifting, as well as being able to enchant items with even advanced enchantments using no other apparatus (other than the item itself).

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Thx for reading, hope u enjoyed :)

**The End**